

ADAP1-5

MENACE OF THE ICY SPIRE

A DUNGEONS & DRAGONS® *LIVING*
FORGOTTEN REALMS ADAPTED ADVENTURE

BY M. SEAN MOLLEY

SPECIAL THANKS TO CHRIS YOUNGS

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Winter has come far too early to the Gray Vale, and the harvest is threatened. Some thirty years ago, the warlock who lived in Draigdurroch Tower disappeared under mysterious circumstances, and the tower was sealed inside a magical cocoon of ice by forces unknown. Can these events be related? A *Living Forgotten Realms* adapted adventure set in Loudwater for characters levels 1-4. This adventure is found in Issue #159 of *Dungeon Magazine*, part of D&D Insider on the Wizards of the Coast website.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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Most likely you ordered this adventure as part of an RPGA event from the RPGA website, or you received it from your senior gamemaster. To play this adventure and receive rewards from the RPGA REWARDS program, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event, called the senior gamemaster, is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and gets reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the RPGA REWARDS program. Playing this adventure is worth four (4) points.

This adventure retires from RPGA-sanctioned play on December 31, 2011.

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your Senior GM directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster*

Manual. Attacks have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.
- **Give the players appropriate hints so they can make informed choices about how to interact**

with their environment. Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 1-4. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

The published adventure was written to provide a tough challenge for 2nd-level characters. As a result, a table of all 1st-level characters will find this adventure very dangerous. Most of the encounters are EL 3 or EL 4, and the PCs are discouraged from taking an extended rest mid-adventure. Remember that you can make changes to the adventure as needed. Some suggestions for scaling the adventure down for 1st-level PCs are provided in the encounter descriptions. If you have a table of six 1st-level PCs, it is not recommended that you add extra creatures as described in the “scaling the adventure” section of each encounter.

For 3rd- and 4th-level PCs, who would find the published version less challenging, you can run the adventure using the “high tier” stat blocks presented in this document.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later on and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return back to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly amongst the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there's still more of the adventure remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return back to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. Encounters that do not give out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

ADAPTED ADVENTURES

This adventure has been adapted from a published product. You must obtain a copy of the adventure from

Dungeon Magazine (Issue #159) to use this adaptation. The published adventure is the “low tier” version; this document includes the statistics blocks for the “high tier” version, along with the rewards for both tiers.

You should be aware that this adventure will run somewhat longer than a standard *Living Forgotten Realms* adventure. The estimated play time for this adventure is about six hours.

In this document, you’ll find the information necessary to reward your *Living Forgotten Realms* characters upon completion of the adventure. Each encounter will have notes on the rewards for the characters, and a total will be given at the end of the adventure. The treasure section in each encounter and the rewards in this document replace the rewards listed in the adventure.

DM’s INTRODUCTION

Run the adventure as presented, with the modifications listed in this document. The Loudwater hooks presented in the published adventure are the best ones to use for *Living Forgotten Realms*, because Loudwater and the Gray Vale will appear in other adventures (such as *Barrow of the Ogre King*, the adapted adventure from the *Forgotten Realms Campaign Guide*, and the published mega-adventure *Scepter Tower of Spellgard*).

In the synopsis on page 6, the adventure talks about an optional encounter with chillborn zombies on the way back from the tower. That encounter was cut from the published adventure for space reasons. Simply ignore this reference when running the adventure.

In the description of Area T8 on the third floor of the tower (page 14), the adventure mentions a fire jet trap on the reading desk. That trap was cut for space reasons. Either ignore this reference or make it purely cinematic (i.e. the trap goes off, but malfunctions and deals no damage; or the ice warriors have already disabled it).

ENCOUNTER J1: THE BLIZZARD

**SKILL CHALLENGE LEVEL 2/4,
COMPLEXITY 3 (375/525 XP)**

SCALING THE ENCOUNTER

This encounter does not need to be adjusted for the number of PCs present.

TIERING THE ENCOUNTER

At the high tier, increase all of the skill check DCs listed in the adventure by 1 (to 6/11/16 instead of 5/10/15).

EXPERIENCE POINTS

The characters receive 75 / 105 experience points each for successfully overcoming the skill challenge.

TREASURE

No treasure.

ENCOUNTER J2: FROST GOBLIN AMBUSH

ENCOUNTER LEVEL 3/5 (850/1,050 XP)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one frost goblin sharpshooter.

Six PCs: Add another frost goblin sharpshooter. Place it on the “center” hill (where the frost goblin hexer is positioned) but on the lower elevation (+10 ft. instead of +20 ft.)

TIERING THE ENCOUNTER

For a table of all 1st-level characters, consider reducing the level of the frost goblin hexer from 3 to 2, or at least reducing its hit points by 16. You might also consider replacing one or two of the sharpshooters with a couple of additional minions, since the minions are much easier to kill and deal less damage. (Don’t replace a sharpshooter with four or five minions, though – that’s not necessarily a good trade for the PCs because of all the extra attack rolls you’d be making. Replace a sharpshooter with maybe 2-3 minions depending on how many PCs in the party are good at dealing ranged or area damage.)

EXPERIENCE POINTS

The characters receive 170 / 210 experience points each for overcoming the frost goblins.

TREASURE

The goblins carry a total of 50 / 75 gp, along with two potions of healing. The frost goblin hexer carries a +1 quickcurse rod (low tier) or a +2 quickcurse rod (high tier).

ENCOUNTER J3: TOWER GUARDIANS

ENCOUNTER LEVEL 2/3 (575/775 XP)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one tower iron defender.

Six PCs: Add another tower iron defender. Place it among the statues shown on the map so that it is at least 3 squares away from the other tower iron defenders at the beginning of combat.

TIERING THE ENCOUNTER

This encounter should still work fine for a table of all 1st-level characters, but you might consider reducing the hit points of the tower iron defenders by 8.

EXPERIENCE POINTS

The characters receive 115 / 155 experience points each for defeating the guardians.

TREASURE

No treasure.

ENCOUNTER T1: ICE WARRIORS

ENCOUNTER LEVEL 4/5 (875/1,050 XP)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one of the ice warrior icicle hurlers.

Six PCs: Add another ice warrior raider.

TIERING THE ENCOUNTER

This encounter can be especially dangerous for a table of all 1st-level characters. You don't necessarily need to alter the monsters' stat blocks, but be very careful about how many creatures you have the PCs fighting at any given time. Break the ice warriors up into at least two smaller groups, and consider having the portals only roll for a recharge every other round instead of every round.

EXPERIENCE POINTS

The characters receive 175 / 210 experience points each for defeating the ice warriors. (Note that the listed

XP total for this encounter in the published adventure is incorrect. The adventure lists 900 XP, but the correct total is 875 XP, because the 4th-level frostling should only be worth 175 XP, not 200 XP.)

TREASURE

One of the ice warrior raiders carries a +1 *frost maul*. There is a great deal of other treasure inside the tower.

- In the sitting room (Location T4) is a crystal statue of Asmodeus worth 20 / 30 gp per PC.
- In the laboratory on the second floor, the PCs find three vials of *alchemist's frost*.
- Among the books on the second floor, the PCs find the formulas for Alchemist's Acid, Alchemist's Fire, and Alchemist's Frost.
- In the library on the third floor, the PCs find ritual books containing Arcane Lock (PH), Knock (PH), and Dark Light (*Forgotten Realms Player's Guide*).

ENCOUNTER T2: GLYPH OF WARDING

ENCOUNTER LEVEL 2 (125 XP)

In Draigdurroch's study (Area T10) the PCs discover a trapped desk. The statistics block for the *glyph of warding* trap is the same at the low and high tier.

SCALING THE ENCOUNTER

This encounter does not need to be scaled up or down based on the size of the party.

TIERING THE ENCOUNTER

The trap does not need to be adjusted for lower-level or higher-level characters.

EXPERIENCE POINTS

The characters receive 25 experience points each for overcoming the trap.

TREASURE

Inside the desk, the PCs find Draigdurroch's journal. See page 14 of the adventure for details on its contents. The journal is badly damaged if the PCs set off the trap, but it could be repaired with the Make Whole ritual. In this case the component cost for the ritual is 25 gold pieces.

ENCOUNTER T3: WINTER'S HEART

ENCOUNTER LEVEL 4/5 (900/1,025 XP)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Reduce the spirit of winter's hit points by 40. (Do not change its actual level or other statistics.)

Six PCs: Increase the spirit of winter's hit points by 40. (Do not change its actual level or other statistics.)

TIERING THE ENCOUNTER

The spirit of winter is a formidable foe. For a table of all 1st-level characters, you should reduce its level by 1 (this lowers its hit points by 40, and decreases all its attacks and defenses by 1). You should also reduce the damage of the *blast of cold* ability from 2d8+1 to 1d8+1, and change it from an at-will power to a recharge 5-6 power. Finally, consider making the *freezing burst* power only trigger once during the encounter (when *bloodied burst* occurs) instead of making it a rechargeable power.

EXPERIENCE POINTS

The characters receive 180 / 205 experience points each for defeating the spirit of winter and destroying the frost gem.

TREASURE

No treasure.

CONCLUSION

If the characters destroyed the frost gem, they are greeted as heroes upon their return to Loudwater. They earn a minor quest award, Lady Moonfire gives them 50 / 75 gold pieces each on behalf of the town, and each PC gets the story award *Hero of Loudwater*. (To comply with *Living Forgotten Realms* XP guidelines, they do not earn the major and minor quest awards listed in the published adventure.)

If the PCs discovered the warlock's journal, they also earn the story award *Draigdurroch's Fate*, which is the beginning of a Major Quest to find out what happened to him and why.

ENCOUNTER J2: “FROST GOBLIN AMBUSH” STATISTICS (HIGH TIER)

Frost Goblin Sharpshooter (Level 4)	Level 4 Artillery
Small natural humanoid (cold)	XP 175
Initiative +6 Senses Perception +3; low-light vision	
HP 43; Bloodied 21	
AC 18; Fortitude 14, Reflex 16, Will 13	
Resist 5 cold	
Speed 6 (ice walk)	
m Short Sword (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d6 + 3 damage.	
r Hand Crossbow (standard; at-will) ♦ Weapon	
Ranged 10/20; +11 vs. AC; 1d6 + 5 damage.	
Sniper	
When a frost goblin sharpshooter makes a ranged attack from hiding and misses, it is still considered to be hiding.	
Combat Advantage	
The frost goblin sharpshooter deals an extra 1d6 damage against any target it has combat advantage against.	
Goblin Tactics (immediate reaction; when missed by a melee attack; at-will)	
The frost goblin shifts 1 square.	
Alignment Evil Languages Common, Goblin	
Str 14 (+4) Dex 18 (+6) Wis 13 (+3)	
Con 13 (+3) Int 8 (+1) Cha 8 (+1)	
Equipment leather armor, short sword, hand crossbow with 20 bolts	

Frost Goblin Cutter	Level 1 Minion
Small natural humanoid (cold)	XP 25
Initiative +3 Senses Perception +1; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 16; Fortitude 12, Reflex 14, Will 11	
Resist 5 cold	
Speed 6 (ice walk)	
m Short Sword (standard; at-will) ♦ Weapon	
+5 vs. AC; 4 damage (5 damage if the frost goblin cutter has combat advantage against the target).	
r Javelin (standard; at-will) ♦ Weapon	
Ranged 10/20; +6 vs. AC; 4 damage.	
Alignment Evil Languages Common, Goblin	
Str 14 (+2) Dex 17 (+3) Wis 12 (+1)	
Con 13 (+1) Int 8 (-1) Cha 8 (-1)	
Equipment leather armor, short sword, 5 javelins in sheaf	

Treacherous Ice	Level 1 Obstacle
Hazard	XP 100
Hazard: This sheet of ice fills 20 contiguous squares, turning them into difficult terrain.	
Perception	
No check is necessary to notice the ice.	
Additional Skill: Nature	
♦ DC 15: The character identifies the squares of treacherous ice.	
Trigger	
The ice attacks when a creature enters or begins its turn in a square of treacherous ice. It also attacks when a creature stands up from prone in a square of treacherous ice.	
Attack	
Opportunity Action	Melee
Target: Creature on the ice	
Attack: +5 vs. Reflex	
Hit: 1d6 damage and fall prone. If the creature is already prone, no damage but its turn ends immediately.	
Countermeasures	
♦ With a DC 10 Acrobatics check and a move action, a character can move into 1 square of treacherous ice without risk of falling. If the check fails or the character moves more than 1 square, the ice attacks.	
♦ With a DC 15 Acrobatics check and a move action, a character can move at its normal speed across treacherous ice without risk of falling. (The ice is still considered difficult terrain.) If the check fails or the character attempts to run or charge through treacherous ice, the ice attacks.	
♦ With a DC 15 Acrobatics check, a character can run (move action) or charge (standard action) across treacherous ice without risk of falling. (The ice is still considered difficult terrain.) If the check fails, the ice attacks.	

Frost Goblin Hexer (Level 5)		Level 5 Elite Controller (Leader)
Small natural humanoid (cold)		XP 400
Initiative +4 Senses Perception +3; low-light vision		
HP 124; Bloodied 62		
AC 21; Fortitude 19, Reflex 18, Will 19; see also <i>body of ice</i>		
Resist 5 cold		
Saving Throws +2		
Speed 6 (ice walk); see also <i>goblin tactics</i>		
Action Points 1		
m Hexer Rod (standard; at-will) ♦ Weapon		
+9 vs. AC; 1d6 + 2 damage.		
R Freezing Hex (standard; at-will) ♦ Cold		
Ranged 10; +9 vs. Fortitude; 2d6 + 2 cold damage, and the target is slowed (save ends).		
R Icebound Hex (standard; recharge 5 6) ♦ Cold		
Ranged 10; +9 vs. Will; the target takes 3d6 + 2 cold damage if it moves during its turn (save ends).		
A Freezing Cloud (standard; sustain minor; encounter) ♦ Cold, Zone		
Area burst 3 within 10; automatic hit; all squares within the zone are treated as difficult terrain (creatures with the ice walk ability may ignore this effect). The zone grants concealment to the frost goblin hexer and its allies. The frost goblin hexer can sustain the zone as a minor action, moving it up to 5 squares.		
R Incite Bravery (immediate reaction, when an ally uses <i>goblin tactics</i> ; at-will)		
Ranged 10; the targeted ally can shift 2 additional squares and make an attack.		
Goblin Tactics (immediate reaction; when missed by a melee attack; at-will)		
The frost goblin hexer shifts 1 square.		
Lead from the Rear (immediate interrupt; when targeted by a ranged attack; at-will)		
The frost goblin hexer can change the attack's target to an adjacent ally of its level or lower.		
Body of Ice		
Any creature that hits the frost goblin hexer with a melee attack is slowed until the end of that creature's next turn.		
Alignment Evil Languages Common, Goblin		
Skills Stealth +11, Thievery +11		
Str 10 (+2)	Dex 15 (+4)	Wis 13 (+3)
Con 14 (+4)	Int 9 (+1)	Cha 18 (+6)
Equipment leather robes, hexer rod		

ENCOUNTER J3: “TOWER GUARDIANS” STATISTICS (HIGH TIER)

Tower Clay Scout (Level 4)	Level 4 Lurker
Small natural animate (construct, homunculus)	XP 175
Initiative +8 Senses Perception +7; darkvision	
HP 43; Bloodied 21	
AC 18; Fortitude 15, Reflex 16, Will 17	
Immune disease, poison	
Speed 6, fly 3 (clumsy)	
m Bite (standard; at-will) ♦ Poison	
+5 vs. AC; 1d6 + 1 damage, and the clay scout makes a secondary attack against the same target. <i>Secondary Attack</i> : +4 vs. Fortitude; the target is slowed (save ends). See also <i>guard area</i> .	
r Mind Touch (standard; at-will) ♦ Psychic	
Ranged 10; +7 vs. Reflex; 1d6 + 4 psychic damage, and the target is dazed (save ends); see also <i>guard area</i> .	
Guard Area	
The clay scout gains a +4 bonus to attack rolls against targets within 5 squares of the tower.	
Limited Invisibility ♦ Illusion	
The clay scout is invisible to dazed creatures.	
Redirect (immediate interrupt; when targeted by a melee or a ranged attack; at-will)	
The clay scout makes an attack against the attacker; +6 vs. Will; the triggering attack targets a creature adjacent to the clay scout instead (as chosen by the clay scout).	
Alignment Unaligned Languages --	
Skills Stealth +9	
Str 10 (+2) Dex 15 (+4) Wis 10 (+2)	
Con 13 (+3) Int 10 (+2) Cha 16 (+5)	

Tower Iron Defender (Level 4)	Level 4 Soldier
Medium natural animate (construct, homunculus)	XP 175
Initiative +6 Senses Perception +7; darkvision	
HP 55; Bloodied 27	
AC 19; Fortitude 17, Reflex 16, Will 14; see also <i>guard area</i> .	
Immune disease, poison	
Speed 6	
m Bite (standard; at-will)	
+9 vs. AC; 1d8 + 4 damage.	
Guard Area	
The iron defender gains a +1 bonus to all defenses (not included above) when it is within 5 squares of the tower. However, it will not hesitate to pursue foes who step beyond this area. The iron defender will not pursue creatures that flee the area entirely, since its focus is on guarding the tower.	
Pursue and Attack	
When the iron defender makes an opportunity attack, it shifts 1 square before or after the attack.	
Alignment Unaligned Languages --	
Str 16 (+5) Dex 15 (+4) Wis 11 (+2)	
Con 15 (+4) Int 5 (-1) Cha 8 (+1)	

ENCOUNTER T1: “ICE WARRIORS” STATISTICS (HIGH TIER)

Ice Warrior Icicle Hurler	Level 3 Artillery
Medium elemental humanoid (cold)	XP 150
Initiative +4 Senses Perception +8	
HP 38; Bloodied 19	
AC 16; Fortitude 15, Reflex 16, Will 15	
Immune disease, poison; Resist 10 cold	
Speed 6 (ice walk)	
m Slam (standard; at-will) ♦ Cold	
+8 vs. AC; 1d4 + 3 damage plus 1d4 cold damage.	
r Flying Icicle (standard; at-will) ♦ Cold	
Ranged 5/10; +10 vs. AC; 1d6 + 2 damage plus 1d6 cold damage.	
A Icicle Storm (standard; recharge 5 6) ♦ Cold	
Area burst 3 within 20; +8 vs. AC; 1d10 + 1 cold damage.	
Alignment Chaotic Evil Languages Primordial	
Str 14 (+3) Dex 17 (+4) Wis 11 (+1)	
Con 14 (+3) Int 11 (+1) Cha 11 (+1)	

Ice Warrior Raider	Level 3 Soldier
Medium elemental humanoid (cold)	XP 150
Initiative +5 Senses Perception +1	
HP 50; Bloodied 25	
AC 18; Fortitude 16, Reflex 14, Will 14	
Immune disease, poison; Resist 10 cold	
Speed 6 (ice walk)	
m Maul (standard; at-will) ♦ Cold, Weapon	
+10 vs. AC; 1d8 + 3 damage, and the target is slowed (save ends). Against a slowed target, +1d6 cold damage.	
M Ice Embrace (minor; at-will) ♦ Cold	
+8 vs. Fortitude; the target is immobilized by ice (save ends).	
Alignment Chaotic Evil Languages Primordial	
Str 17 (+4) Dex 14 (+3) Wis 11 (+1)	
Con 18 (+5) Int 11 (+1) Cha 11 (+1)	
Equipment maul	

Ice Warrior Frostling	Level 6 Controller (Leader)
Medium elemental humanoid (cold)	XP 250
Initiative +5 Senses Perception +9	
Icy Aura (Cold) aura 5 (not active while bloodied); cold creatures in the area gain regeneration 3. Enemies treat the area within the aura as difficult terrain.	
HP 70; Bloodied 35	
AC 20; Fortitude 18, Reflex 16, Will 18	
Immune disease, poison; Resist 10 cold	
Speed 6 (ice walk)	
m Ice Shard (standard; at-will) ♦ Cold	
+11 vs. AC; 1d8 + 6 cold damage.	
R Freezing Shot (standard; at-will) ♦ Cold	
Ranged 10; +11 vs. AC; 1d6 + 5 cold damage, the target is slowed until the end of the binder's next turn, and one ally within 3 squares of the target can shift to a space adjacent to the target.	
A Icy Burst (standard; recharge 4 5 6) ♦ Cold	
Area burst 1 within 5; +9 vs. Fortitude; 1d10+5 cold damage and the target is slowed (save ends). <i>First Failed Saving Throw:</i> The target is immobilized (save ends).	
Alignment Chaotic Evil Languages Primordial	
Skills Intimidate +14	
Str 18 (+7) Dex 15 (+5) Wis 12 (+4)	
Con 14 (+5) Int 12 (+4) Cha 18 (+7)	

Ice Warrior Shardling	Level 1 Minion
Medium elemental humanoid (cold)	XP 25
Initiative +2 Senses Perception +1	
HP 1; a missed attack never damages a minion.	
AC 16; Fortitude 14, Reflex 12, Will 11	
Immune disease, poison; Resist 5 cold	
Speed 6 (ice walk)	
m Ice Shard (standard; at-will) ♦ Cold, Weapon	
+5 vs. AC; 4 cold damage.	
r Ice Bolt (standard; at-will) ♦ Cold, Weapon	
Ranged 5/10; +4 vs. AC; 4 cold damage.	
Alignment Chaotic Evil Languages Primordial	
Str 17 (+3) Dex 14 (+2) Wis 12 (+1)	
Con 13 (+1) Int 11 (+0) Cha 8 (-1)	

ENCOUNTER T3: “WINTER’S HEART” STATISTICS (HIGH TIER)

Spirit of Winter	Level 4 Solo Brute
Large fey humanoid (cold)	XP 875
Initiative +3 Senses Perception +8; darkvision	
Choke Frost Aura (Cold) aura 2 (not active while bloodied); creatures that start their turns or enter the area of the aura are slowed (save ends).	
HP 290; Bloodied 145 (see also <i>bloodied burst</i>).	
AC 19; Fortitude 20, Reflex 16, Will 17	
Resist 15 cold	
Saving Throws +5	
Speed 6 (ice walk)	
Action Points 2	
m Slam (standard; at-will) ♦ Cold	
Reach 2; +7 vs. AC; 1d6 + 5 plus 1d6 cold damage (plus an extra 1d6 cold damage against a creature that is under the effects of <i>choke frost</i>).	
M Frost Fury (standard; at-will) ♦ Cold	
The spirit of winter makes two slam attacks.	
R Blast of Cold (minor; at-will) ♦ Cold	
Ranged 10 from frost gem; two targets; +5 vs. Reflex; 2d8 + 2 cold damage. This attack does not provoke opportunity attacks.	
C Freezing Burst (standard; recharge 6) ♦ Cold	
Close burst 3; +5 vs. Reflex; 1d6 + 5 cold damage, and the target is pushed 2 squares and knocked prone. <i>Miss</i> : The target is pushed 1 square and is not knocked prone.	
Bloodied Burst (free; when first bloodied; encounter) ♦ Cold	
The spirit of winter’s <i>freezing burst</i> recharges, and the spirit of winter uses it immediately.	
Gem Bound	
The spirit of winter is bound to the frost gem. Attacking either damages the spirit of winter, and when the spirit of winter reaches 0 hit points or fewer, the gem is also destroyed. The gem’s defenses are identical to the spirit of winter’s, and the gem has resist 5 all.	
Alignment Unaligned	Languages telepathy 20
Skills Athletics +16	
Str 18 (+6)	Dex 10 (+2) Wis 12 (+3)
Con 18 (+6)	Int 10 (+2) Cha 8 (+1)

Note: The Spirit of Winter has higher-than-normal hit points for a Solo monster of its level, because it has the additional vulnerability of taking damage when the gem is attacked.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play. Ask the players for their RPGA numbers and character numbers (usually a single digit) when you begin to fill out the tracking form.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter J1: The Blizzard

75 / 105 XP

Encounter J2: Frost Goblin Ambush

170 / 210 XP

Encounter J3: Tower Guardians

115 / 155 XP

Encounter T1: Ice Warriors

175 / 210 XP

Encounter T2: Glyph of Warding

25 / 25 XP

Encounter T3: Winter's Heart

180 / 205 XP

Minor Quest Award: Fix the Weather

25 / 35 XP

Total Possible Experience

765 XP or 945 XP

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle. Mark the one-letter bundle ID on the tracking form next to any character that selects a

bundle; note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that to the gold all characters receive, and ensure you enter the total amount of gold gained (minus any expenditures) online. You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

Gold per PC

120 / 180 gp

(Encounter J2: 50 / 75 gp; Encounter T1: 20 / 30 gp; Conclusion: 50 / 75 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *+1 quickcurse rod** (low-level only)

Found in Encounter J2

Bundle B: *+1 frost maul*

Found in Encounter T1

Bundle C: three vials of *alchemist's frost** (consumable; does not count as a found magic item)

Found in Encounter T1

Bundle D: *+2 quickcurse rod** (high-level only)

Found in Encounter J2

Bundle E: Alchemical formula book containing Alchemist's Acid, Alchemist's Fire, and Alchemist's Frost (does not count as a found magic item)

Found in Encounter T1

Bundle F: Ritual book containing Arcane Lock, Knock, and Dark Light (does not count as a found magic item)

Found in Encounter T1

Non-Bundle Options: If a player doesn't want to select one of the treasure bundles listed above for their character, they can choose any one (and only one) of the following options instead. All of these options are available to all of the players, and no player's choice affects any other player's options or rewards.

More Gold: Instead of choosing a treasure bundle, a player may choose to add 60 / 90 gp to their rewards.

Potion plus Gold: Instead of choosing a treasure bundle, a player may choose to add a *potion of healing* plus 10 / 40 gp to their rewards. The player should write the potion gained on their adventure log.

Magic Item: Instead of choosing a treasure bundle, a player may choose a single magic item from the *Player's Handbook* (and only the PH) for their character. The item level must be equal to or lower than the character's level. The player should write the item gained on their adventure log, and it counts as one of the character's found magic items.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. Make sure to mark the story award codes next to each character that earned them on the tracking form.

ADAP05 *Hero of Loudwater*

You have saved the town of Loudwater from a grave threat. This has earned you the respect and admiration of the folk who dwell there.

If you have also earned the *Defender of Loudwater* story object, then you are considered a local hero. You are quickly recognized and given a warm welcome any time you visit Loudwater (unless you take steps to disguise your appearance). The townsfolk compete to buy you free drinks at the Green Tankard tavern, people greet you by name on the streets, Lady Moonfire invites you to a fancy dinner at her estate if she is in town, Curuvar the Brazen invites you to stop by and discuss magical theory, and so forth. (The DM is free to devise additional roleplaying benefits for this story object during future adventures set in Loudwater.)

ADAP06 *Draigdurroch's Fate*

You discovered the journals and research notes of the dwarven warlock Draigdurroch, who vanished from the

Gray Vale some 30 years ago, leaving behind a mysterious tower encased in a cocoon of magical ice.

Draigdurroch's current whereabouts are unknown, but it seems that just before his disappearance, he was investigating a lost city whose ruins might still lie beneath the Dire Wood in the Gray Vale. Perhaps you will have the chance to continue his research and learn more about the ancient powers he uncovered. Of course, in doing so, you might also run the risk of sharing the warlock's fate...

This story object is the beginning of a Major Quest that will be continued in future *Living Forgotten Realms* Adapted and/or Core adventures.

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. Did the characters destroy the spirit of winter?

- a. Yes.
- b. No.

NEW RULES

The new alchemical item and new magic item in this section are found in the *Adventurer's Vault* sourcebook. Their effects are reproduced here for the convenience of players who do not own that sourcebook.

Alchemist's Frost

Level 5

This shimmering liquid clings to a weapon, giving it the appearance of brightly polished silver.

Lvl 1 70 gp (market price)

Alchemical Item

Power (Consumable + Cold): Standard Action. Make an attack: Ranged 5/10; +4 vs. Reflex; on a hit, the target takes 1d10 cold damage and is slowed until the end of your next turn; on a miss, the target takes half damage and is not slowed.

Reference: *Adventurer's Vault*, page 25.

Quickcurse Rod

Level 2+

With this rod, you can curse any creature you can see, and more quickly than usual.

Lvl 2 +1 520 gp

Lvl 7 +2 2,600 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter): Free Action. Place a Warlock's Curse on any target in sight.

Reference: *Adventurer's Vault*, page 99.